

ASL2 - Mila 18

Hi ! Yesterday I played the Scenario 2(Mila18) in a ftf game. I drew the Jews. After only five turns my ZOB units wiped out the half SS units and killed two of the three leaders.(Needless to say that the germans gave up)

IMO, the ZOB have simply too much advantages. Not only that they are stealthy, fanatic, may use sewer movement and molotov cocktails, they may also use HIP for all of their units. And the germans? The poor guys are not only lax, but also have a very low ELR.

Sure, the germans have twice the firepower of the ZOB's, but this doesn't protect you from a pointblank attack supported by molotov's. In fact, nearly all germans were killed by such an attack from a HIP unit. So my tactic as the ZOB could be described as, "Hit 'em first and hard, and then run for your life". Of course you run towards the nearest HIP unit to make sure that the germans have a hard time chasing you.

So it seems that you have to be very lucky as the germans to win the scenario.

Any comments ?

Cheers, Robert

I managed to win this with the Germans. However, my opponent and I were both 6+1s, so the tactics employed may not have been the best.

I ended up splitting my forces into three groups. I assigned one group to secure buildings M9, N9 and O8, approaching from under cover of the wall at I9. Another group would secure the K1 and L1 buildings and approach from cover provided by the forests at J1. The third group would race up the D5-I8 road and take up positions in J7 in preparation to assault L6.

The ZOB forces elected to set up a strong forward defense and placed units in N3, L6 and O8. Knowing that Mopping up all of the buildings would have been unlikely to happen, I abandoned the idea in the third turn and proceeded to wipe out the resistance.

The first group had little trouble dealing with the units in O8 due to the ample cover. The second group was cut to pieces attempting to dash across the L2-O1 road with a well-timed MOL attack. The third group might have fared equally as bad if the ZOB unit had not botched his MOL attack and Flamed his own Location. This untimely backfire combined with some inept Sewer Movement, which I capitalized on by moving the poor lost boys towards my killer stacks, literally crumbled his defenses. The ZOB conceded a couple of turns later.

The ZOB learned two hard lessons from this scenario: MOL can really screw you over, and Sewer Movement can really screw you over. If I recall, the MOL rules were adjust in the Q+A. Something about not being able to use it as SFF? Anyway, this makes it more difficult for the ZOB to win.

I think the key for the Germans is to avoid MCs as much as possible since the low ELR can erode your forces very quickly. Try to stay beyond the normal range of the ZOB units. Long Range fire combined with properly executed Dashes can render ZOB fire ineffective.

And don't forget smoke.

Steve

Subject: Mila 18 musings

I think the latest Record for Mila 18 was 10-9 in favor of the ZOBs, so it's not that unbalanced (speaking without proper statistics here, of course :-). Good scenario, though - the ZOBs are forced to use every advantage they can to overcome an apparently superior bunch of SS.

I won with the ZOBs using the tactics you described, and some very good advice from Steve Osborne. The idea was to not defend very strongly up front, just a few 337's there to keep the Germans honest. Getting into a big firefight right off the bat is a ZOB mistake - the 658's will beat the 337's easily. Too bad, too, since M4 is a great spot for the fortified building. Let the Germans tip their hand in the first few turns - if they're going for building control, they'll be Mopping Up like crazy, and if not, they won't. By turn 3, the ZOBs should know what the Germans are intent on doing, and they can react accordingly, with only minimal losses so far due to the scarcity of 337's up front.

IMO, it's very hard for the Germans to win by Mopping Up or by pursuing building control in parallel with casualty VC's. They just don't have the time and resources to clear all of those buildings and spend the units in Mopping Up. The Casualty VC are the way to go. If they can garner enough casualty VP's, they can stop pushing the pedal to the metal and can force the ZOB to counterattack, which plays against the ZOB defensive advantages.

Toward that end, I'd go after ZOB casualties right off the bat. Two-pronged attack with the main force coming along the 8-10 hexrows, where the cover is better. The ZOBs want to catch you with PBF, FFNAM, and FFMO, so attacking through cover will help you greatly. The game is long enough that you can take the time to spend the extra MF's moving through cover. At the end of turn 1, you can be around I9. At the end of turn 2, you run to the L9/M9 area. Turn 3's goal will be the O8 building. Of course, ZOB resistance might make it turn 5 before you actually get there, but any ZOBs you find will be aggressively prosecuted.

>From O8, you have tons of options. Where you go depends on where you think you'll be able to net the most ZOBs. The Gully is a great avenue to attack through, as long as you're careful of any ZOB traps. Remember that Orchards are concealment terrain too! Watch the T4 and R5 orchards. Q7 is a great place to put a big ZOB stack, so some probing fire from O8L1 or O6L1 will help. The area behind the Gully is full of non-OG to cover your advance; if you head this way, you should be able to find and kill enough for a Casualty VC win.

Just some thoughts; I haven't tried this in a real game. But as the ZOB, this is what I was afraid the Germans would try - sometimes you get a better perspective on the other player's options than you have on your own.

Tom